



辛之围城

XIN'S SIEGE

*An Authentic Chinese Imperial
4X Mobile Strategy Game*

4X Strategy

City Builder

Alliance PvP

Free to Play

9389 Studios / LTP Games · Soft Launch August 2026 · Android & iOS

Seeking Strategic Investment Partner

THE MARKET OPPORTUNITY

\$81.8B

Mobile IAP Revenue
2025 (Sensor Tower)

\$13.5B

Strategy Games 2025
(+16% YoY, AppMagic)

3B+

Mobile Gamers
Worldwide (Newzoo)

#1

Strategy — Fastest
Growing Mobile Genre

THE GAP

Every dominant 4X title — Rise of Kingdoms, Kingshot, Last War — was built with generic Western or fantasy themes. Not one authentically represents Chinese imperial history and culture. The audience is enormous. The authentic product does not yet exist at scale. Xin's Siege fills that gap.

Strategy games grew 16% in revenue and 18% in downloads in 2025 — the strongest genre growth on mobile. Eight games crossed \$1B in annual revenue in 2025 alone. (AppMagic / Sensor Tower)

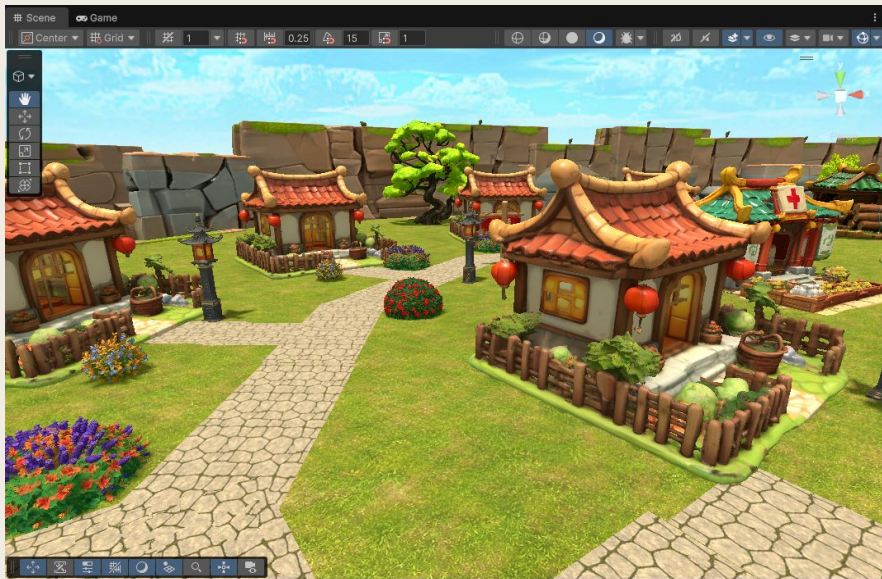
MARKET COMPARABLES

Title	Peak Monthly	Annual 2025	Lifetime	Theme / Gap
Last War: Survival	\$140.6M (Dec '25)	\$1.57B	\$2B+	Generic sci-fi — no culture
Whiteout Survival	\$102M (Jan '26)	\$1.4B	\$3B+	Glacier apocalypse theme
Rise of Kingdoms	\$45M/month	\$540M est	\$3.5B+	Generic medieval theme
Kingshot	\$102M (Jan '26)	\$811.9M	\$800M+	Medieval — no authenticity
State of Survival	\$5M (mature game)	\$63M	\$1.69B	Zombie genre, declining
Xin's Siege	TBD	TBD	—	Authentic Chinese Imperial ✓

Source: AppMagic, SensorTower, AppFigures 2025–2026. Figures are gross IAP revenue estimates.

Kingshot earned \$102M in a single month with a generic medieval theme — using the exact same 4X mechanics as Xin's Siege, but with no cultural authenticity whatsoever.

THE GAME



3D Settlement

20+ buildings across 30 upgrade levels each



3 Army Types

Infantry, Cavalry & Hunter troop classes



Alliance System

270-node research tree, R0-R5 ranks, rally



23 Unique Heroes

6-star upgrades, portraits, skill trees



World Map

Beast hunts, rallies, march & teleport system



65 Azure Functions

Fully server-authoritative PlayFab backend



Alliance Economy

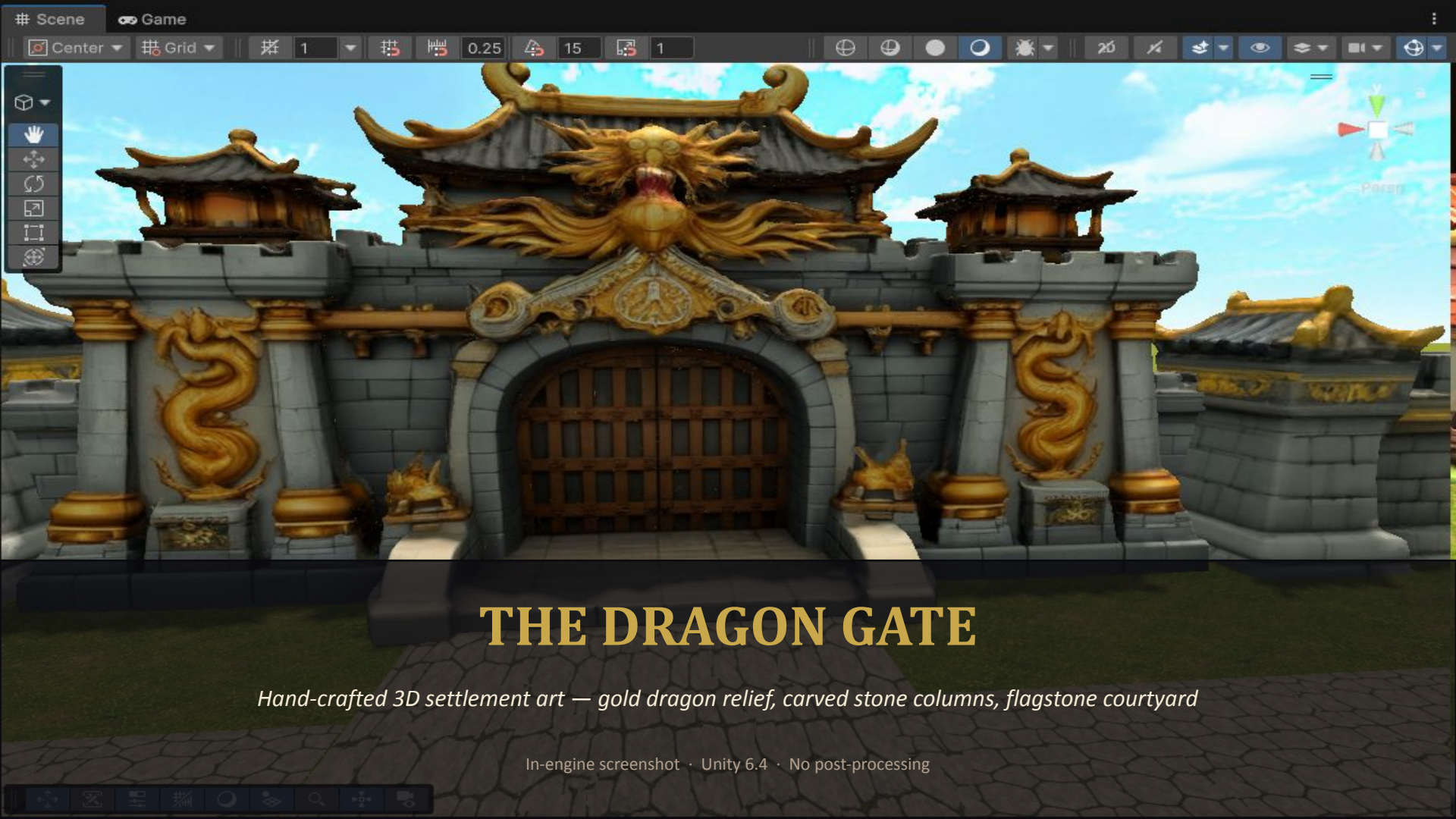
Token store, contribution tiers, Jade currency



Day/Night Cycle

Real-time lighting, fog, moon glow, events

Unity 6.4 · Azure Functions · PlayFab (Title E3BC1) · C# · Android & iOS · GLB 3D Assets



THE DRAGON GATE

Hand-crafted 3D settlement art — gold dragon relief, carved stone columns, flagstone courtyard

In-engine screenshot · Unity 6.4 · No post-processing

SETTLEMENT — IN-ENGINE SCREENSHOTS · Unity 6.4



20+

3D Buildings

30

Upgrade Levels

3

Army Classes



23

Unique Heroes

65

Azure Functions

TRACTION & PROGRESS

FOUNDATION COMPLETE — CORE SYSTEMS PROVEN & FUNCTIONAL

All backend infrastructure, gameplay loops, alliance systems, and scene architecture are built and server-verified. Soft launch requires content polish — not rebuilding. This is the right stage for investment.

✓ SYSTEMS BUILT & VERIFIED

- Full 3D settlement — 20+ buildings, paths, landscaping, wall & Dragon Gate
- World map — terrain biomes, chunk system, pan & zoom camera
- 60 Azure Functions — all server-verified via PlayFab FunctionContext
- Alliance system — R0-R5 ranks, join/kick/promote, chat, log, research tree
- 270-node research tree — Growth, Economy, Battle branches
- Beast Hunt rally — chip damage, 30-min window, multi-player loot rewards
- 21 heroes — Infantry, Cavalry, Hunter — 6-star upgrade system
- Alliance Store — 6 Azure functions, contribution tier token economy
- March, combat, loot & battle report system fully functional
- Day/Night cycle, DailyChest, SpecialOffer, APK build pipeline

☐ REMAINING TO SOFT LAUNCH

- WorldMap UI — chat bar, ResourceHUD, UITopBar polish
- Wishing Well building + 2 Azure functions
- Dark GLTFast shader fix (3 buildings)
- Banner art — 5 emblems remaining
- WorldMap resource node & beast 3D art
- Google Play Console APK submission
- Apple Developer / MacinCloud iOS build
- 6 missing Azure functions (Troop Training, Gather, Alliance mgmt)

Soft launch does not require a finished game — Kingshot launched at ~20% content volume and hit \$102M/month within a year.

BUSINESS MODEL



In-App Purchases

Resource packs, speedups, hero unlocks, battle bundles



VIP Subscription

Monthly recurring revenue — premium perks and daily bonuses



Alliance Store

Token economy tied to alliance cooperation and contribution tiers



Battle Pass

Seasonal content pass with exclusive cosmetics and milestone rewards



Wishing Well

10 daily coin tosses — common to legendary random reward system



Limited Offers

Time-limited bundles tied to seasonal events and player milestones

Free to Play

Revenue Model

\$3–8/mo

Target ARPU

\$45+

LTV Target

10,000

Target DAU Y1

ROADMAP TO LAUNCH & BEYOND

PHASE 1

Now → Sep 2026

Soft Launch

- Complete WorldMap UI systems
- Wishing Well + final buildings
- Spirit Rally system (roaming Lv1–8 monsters)
- QA, balance & APK polish
- Canada · Sweden · Philippines

PHASE 2

Oct → Dec 2026

Global Launch

- Full iOS & Android global release
- 6-language localisation
- Seasonal live events
- PvP ranking system
- User acquisition campaigns

PHASE 3

2027 & Beyond

Expansion

- Pitch Dynasty launch (football sim)
- Guild vs Guild warfare
- New hero classes
- Cross-server PvP battles
- Premium cosmetic store

THE TEAM



Solo Founder & Full-Stack Developer

LTP Games / 9389 Studios

Built the complete game architecture solo — 65 server-verified Azure Functions, full alliance system, 23 heroes, 3D settlement scene, world map, combat, march, and full art pipeline. Soft launch ready August 2026.

CORE CAPABILITIES

Unity 6.4

C# / .NET

Azure Functions

PlayFab Backend

Mobile (Android/iOS)

3D Art Pipeline

Game Economy Design

UI/UX Design

9389studios.com · info@9389studios.com

JOIN THE SIEGE

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Be part of the first authentic Chinese imperial mobile strategy game built to compete with Kingshot and Rise of Kingdoms at global scale.

Seeking Strategic Investment Partner

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